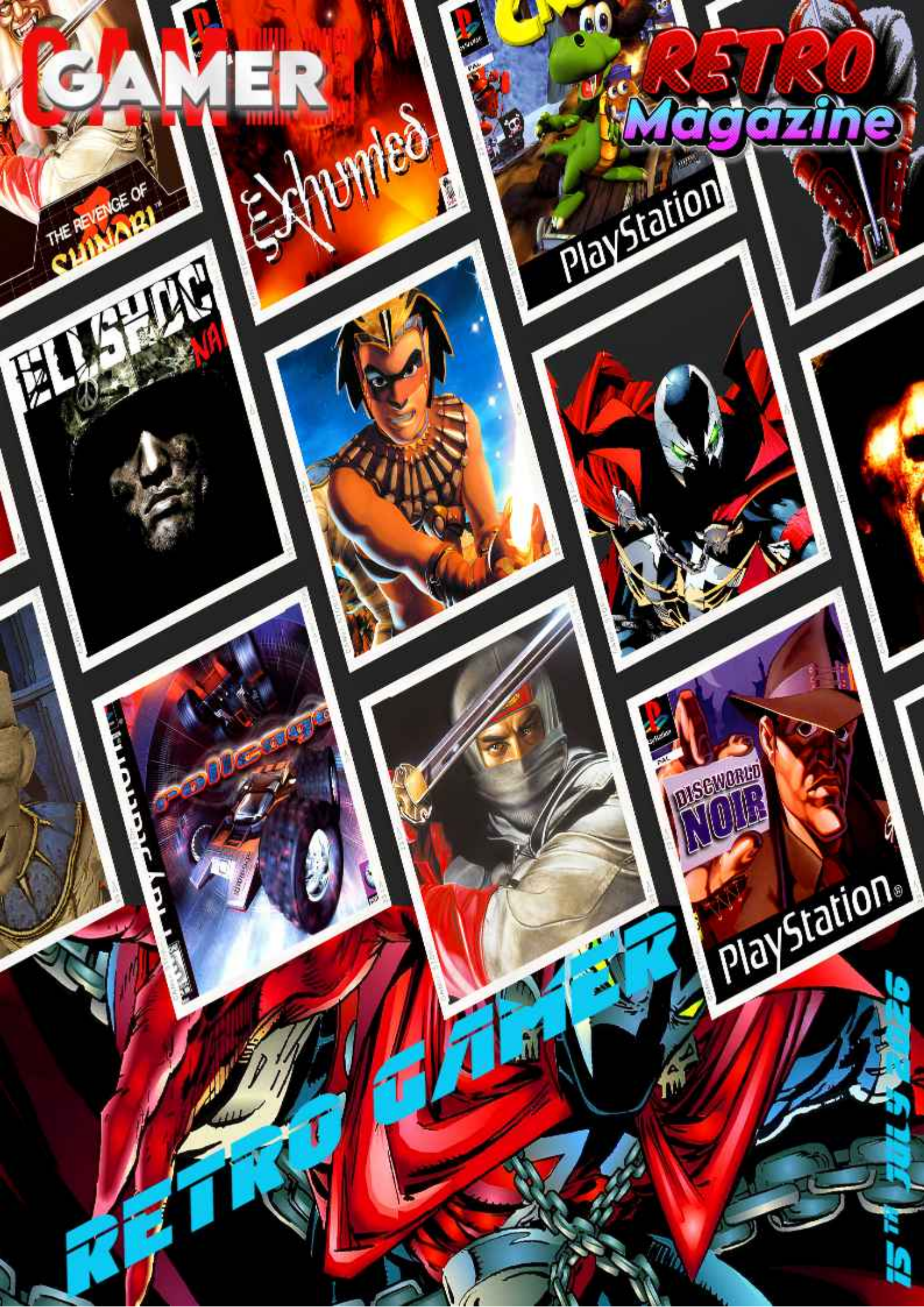
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Exhumed
THE REVENGE OF SHINOBI
PlayStation
DISCWORLD NOIR
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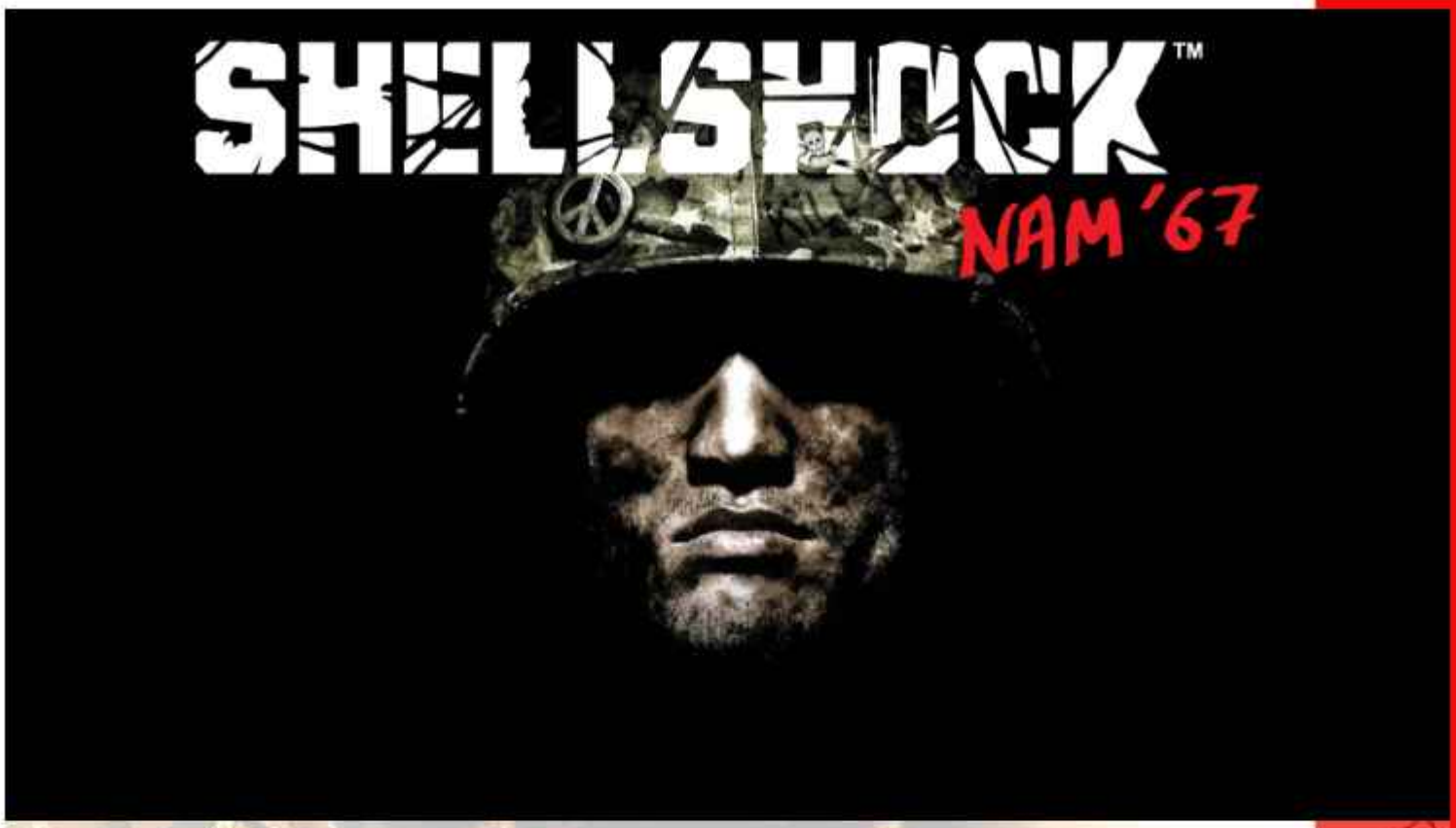
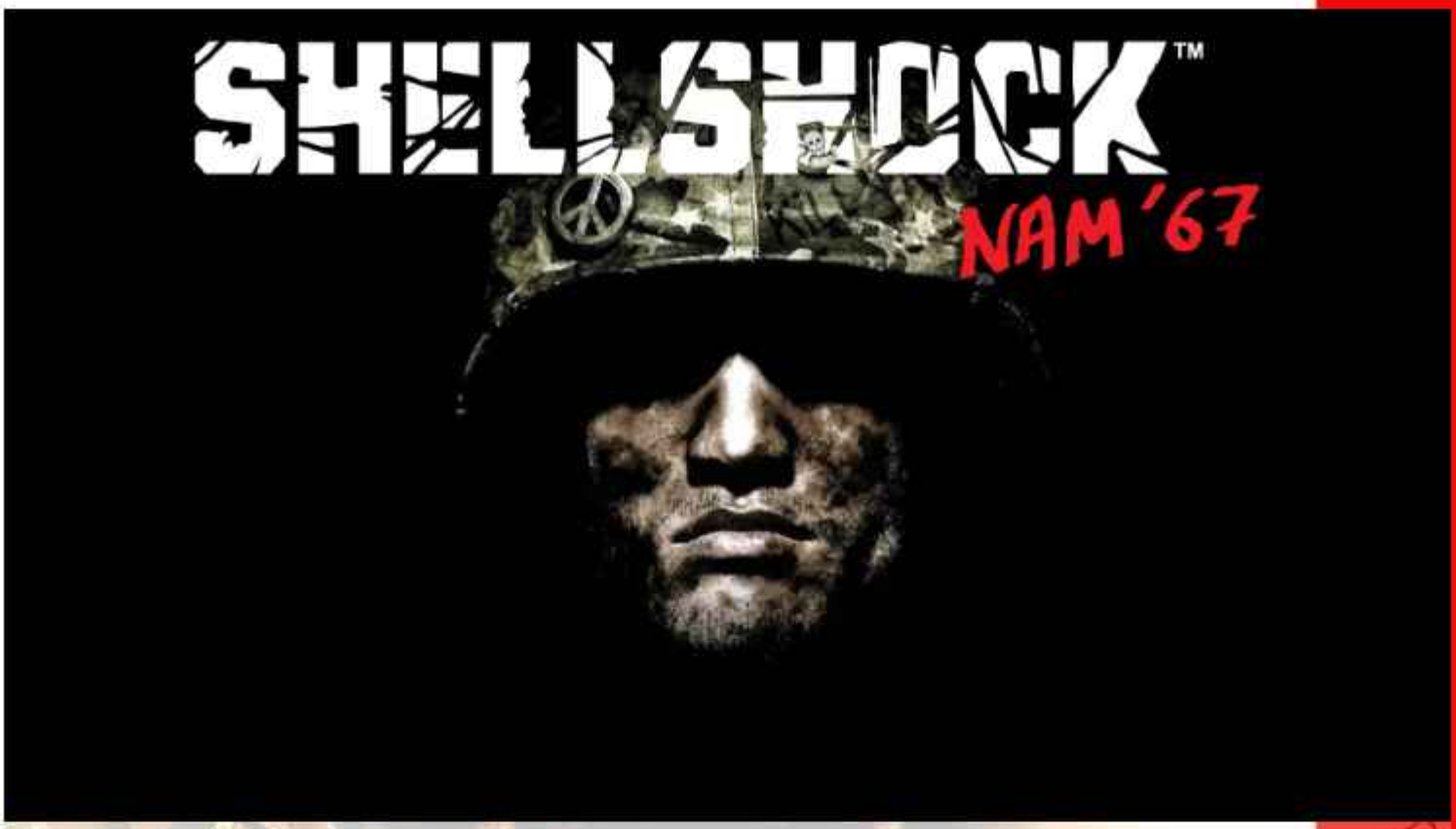


Shellshock: Nam 67

Shellshock: Nam '67 is a third-person shooter released in 2004, known for its gritty and uncompromising portrayal of the Vietnam War.

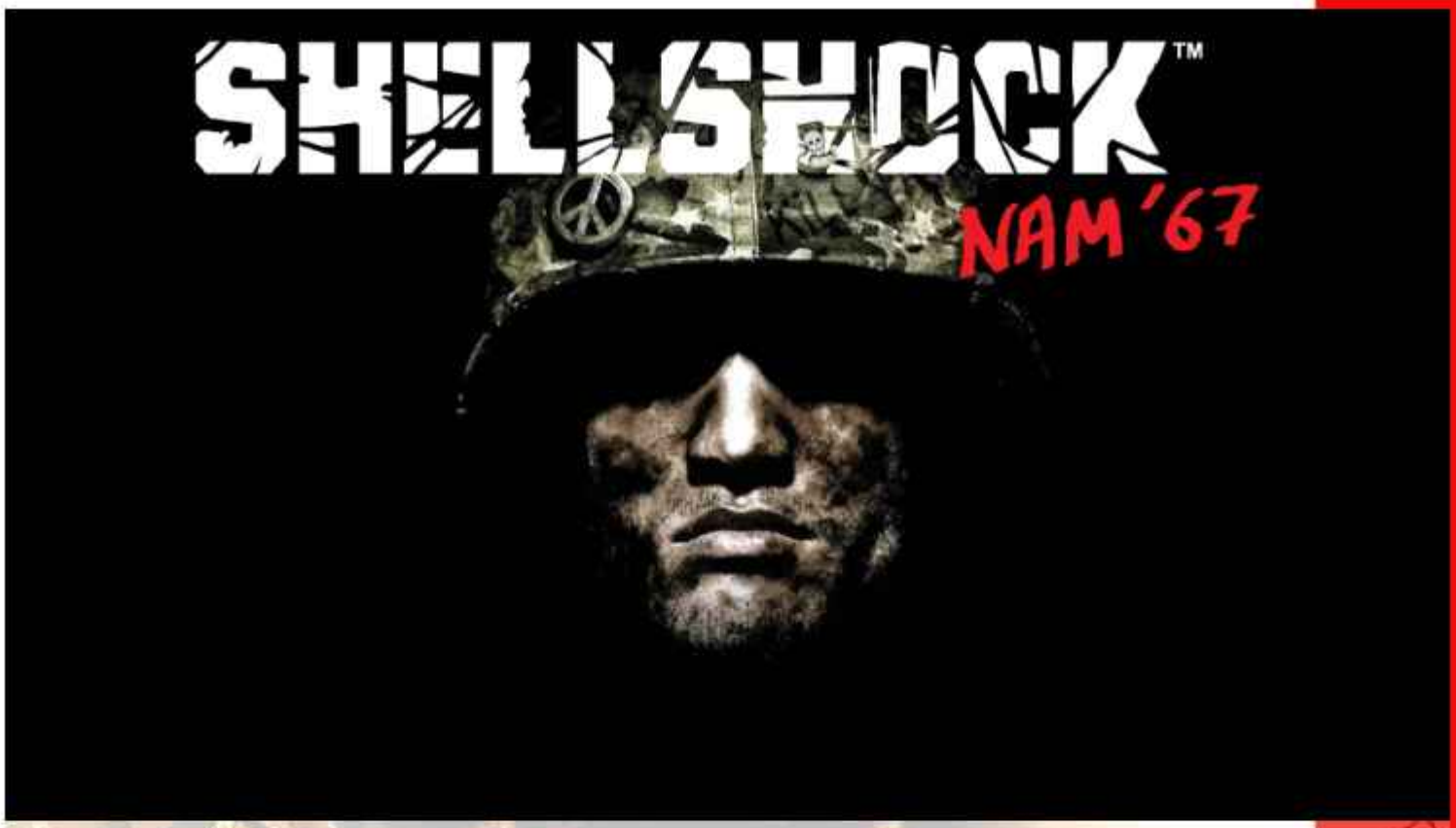
Interestingly, it was developed by Guerrilla Games, the studio that later became famous for the Kill zone and Horizon (Zero Dawn/ Forbidden West) series.



Shellshock: Nam 67

Core Gameplay & Experience

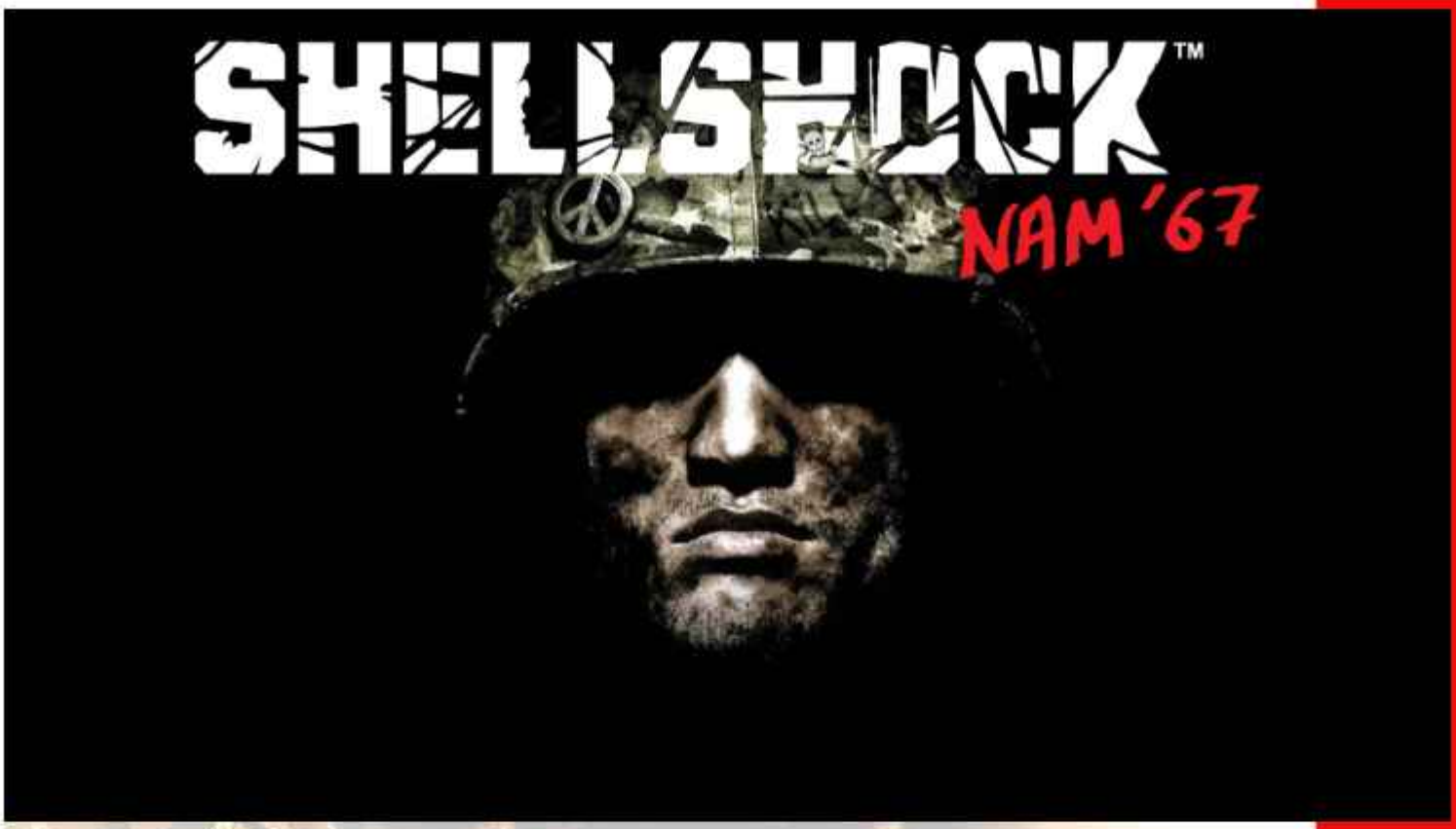
Unlike many military shooters of its era that focused on heroic spectacle, Shellshock aimed for a "dirty" realism.



Shellshock: Nam 67

The Perspective:

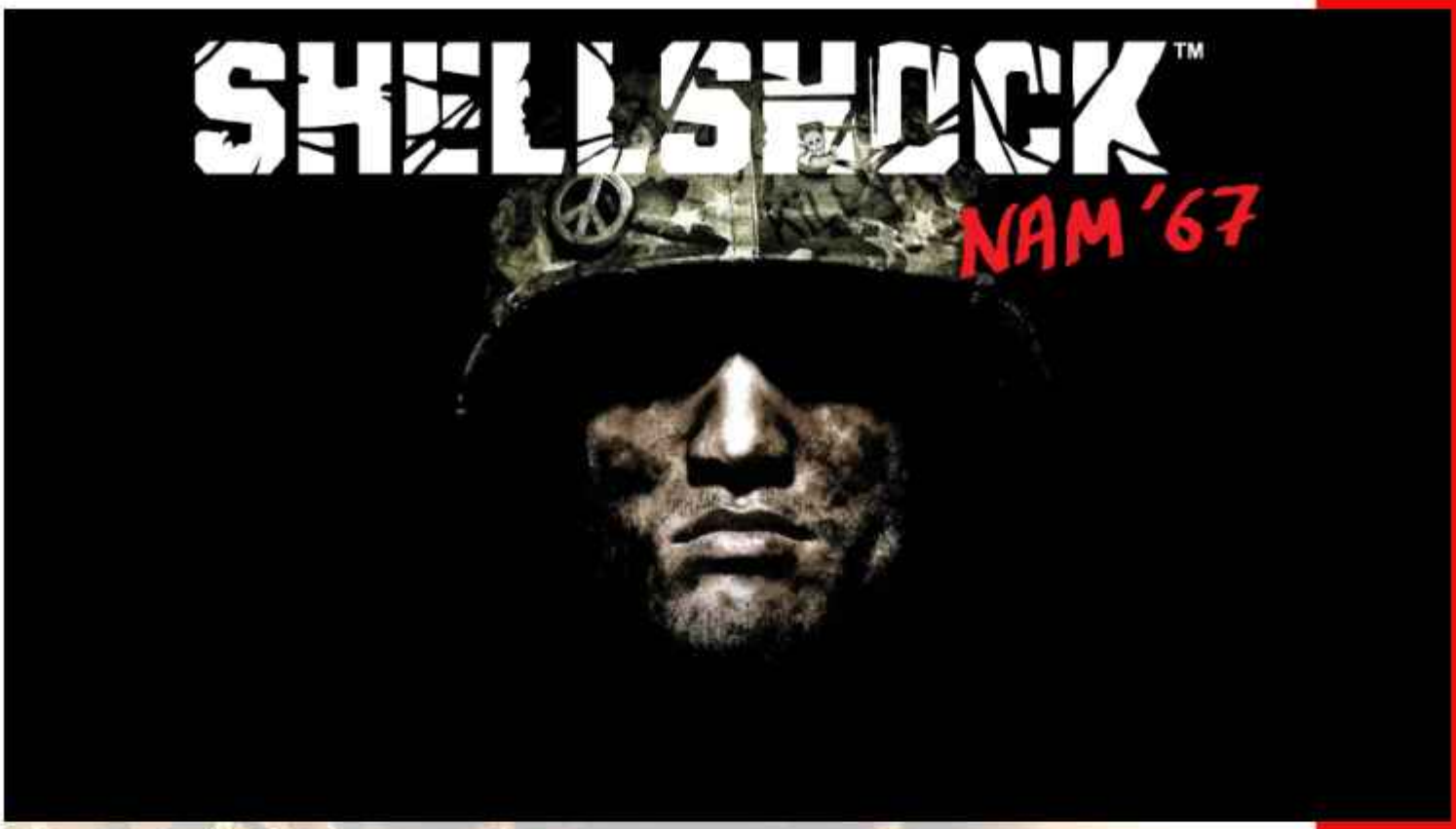
You play as a rookie soldier named Caleb Walker, following his "tour of duty" as he transforms from a "cherry" (new recruit) into a seasoned Special Forces operative.



Shellshock: Nam 67

Atmosphere:

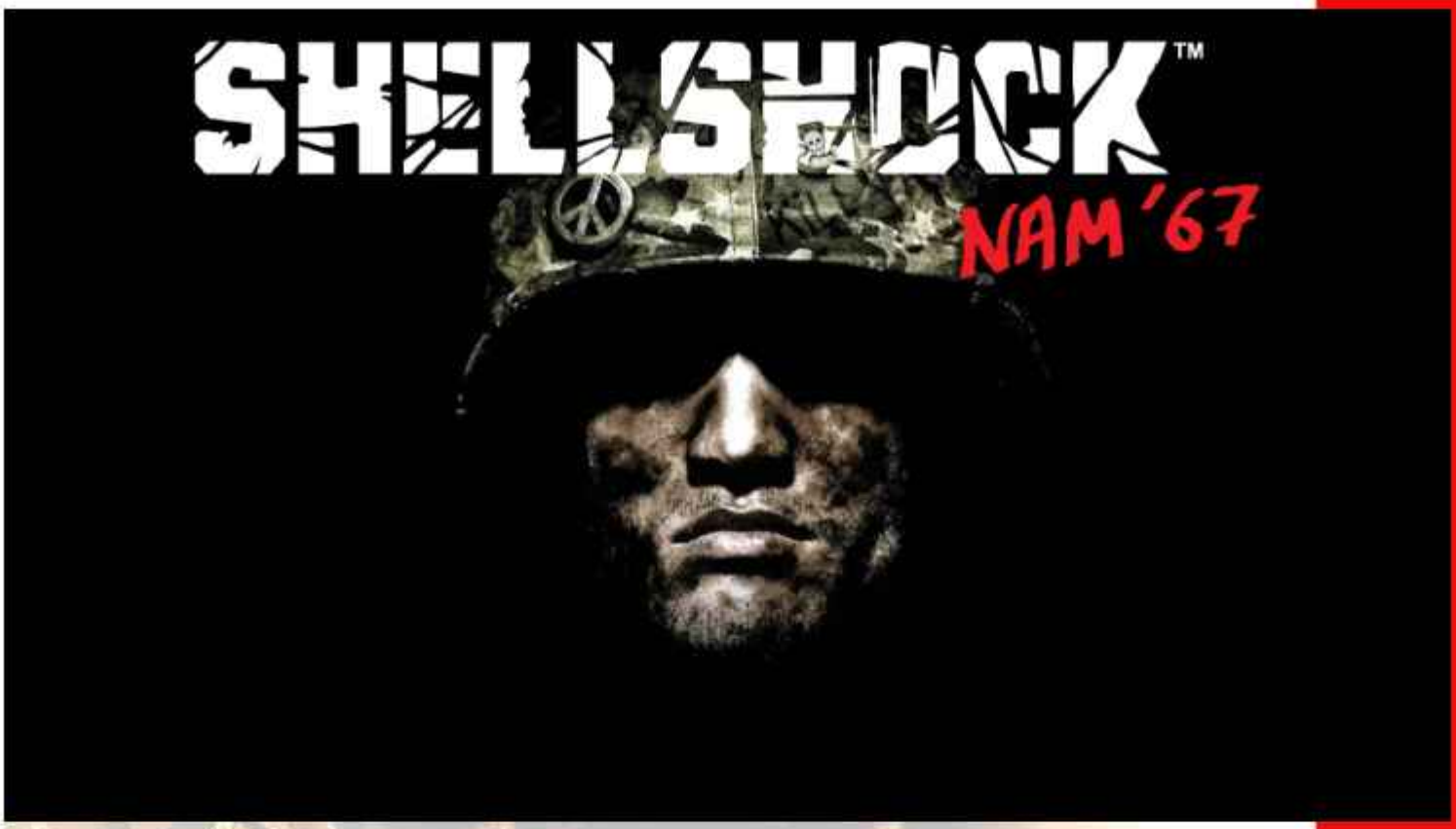
The game features a heavy film-grain filter and a licensed soundtrack of the era (though notable for excluding the cliché Fortunate Son) to simulate the feeling of 1960s war photography.



Shellshock: Nam 67

The Hub (Base Camp):

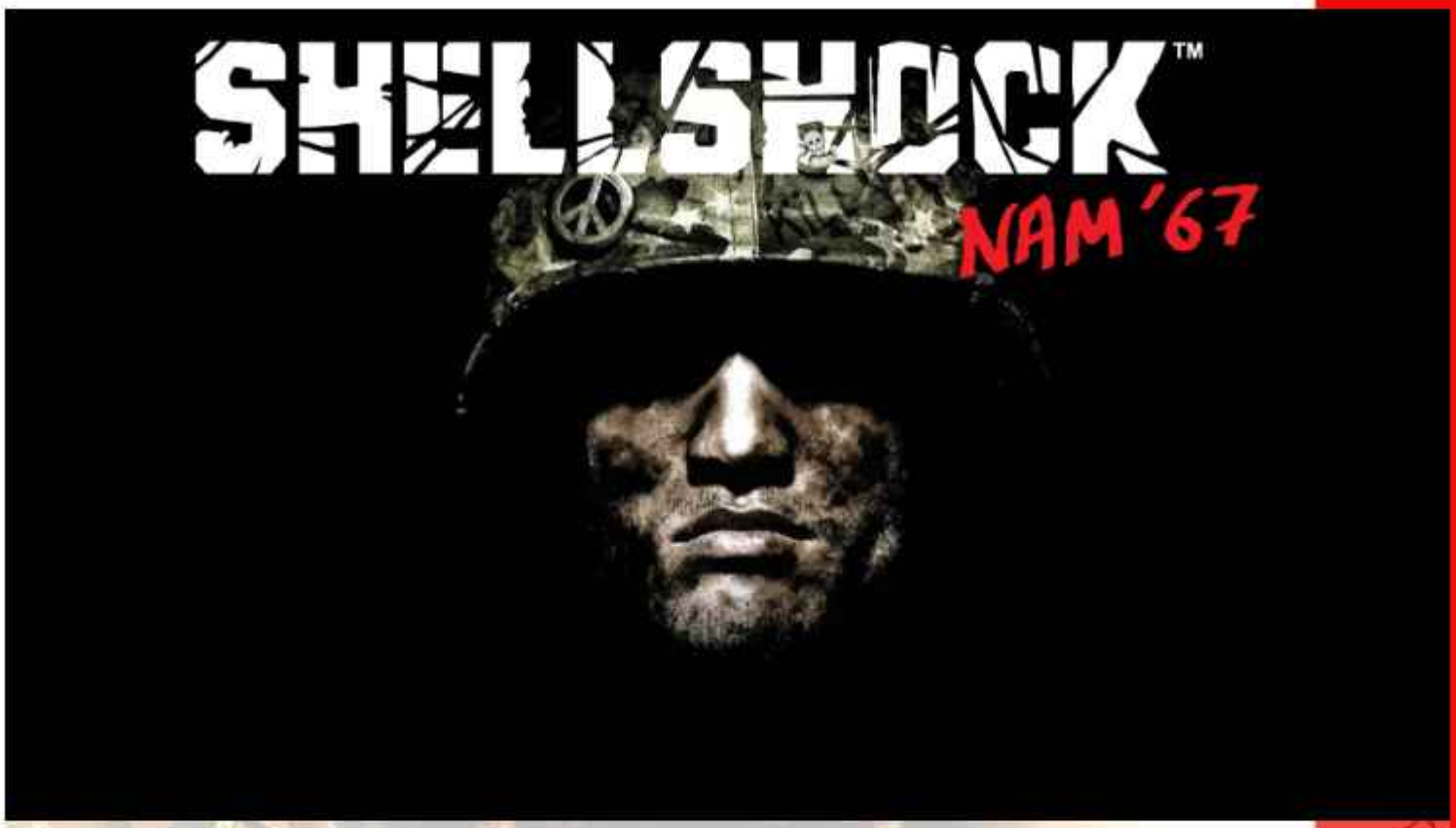
Between missions, you can explore your base camp. Here, you can talk to fellow soldiers, trade "chits" (currency) for upgrades, or even spend money on "R&R" activities, which was quite controversial at the time.



Shellshock: Nam 67

Combat Mechanics:

It features a "Shellshock" meter. If you take too much damage or stay under heavy fire, the meter fills, making you more vulnerable and forcing you to retreat and recover, emphasizing a more cautious playstyle over "run-and-gun."



Shellshock: Nam 67

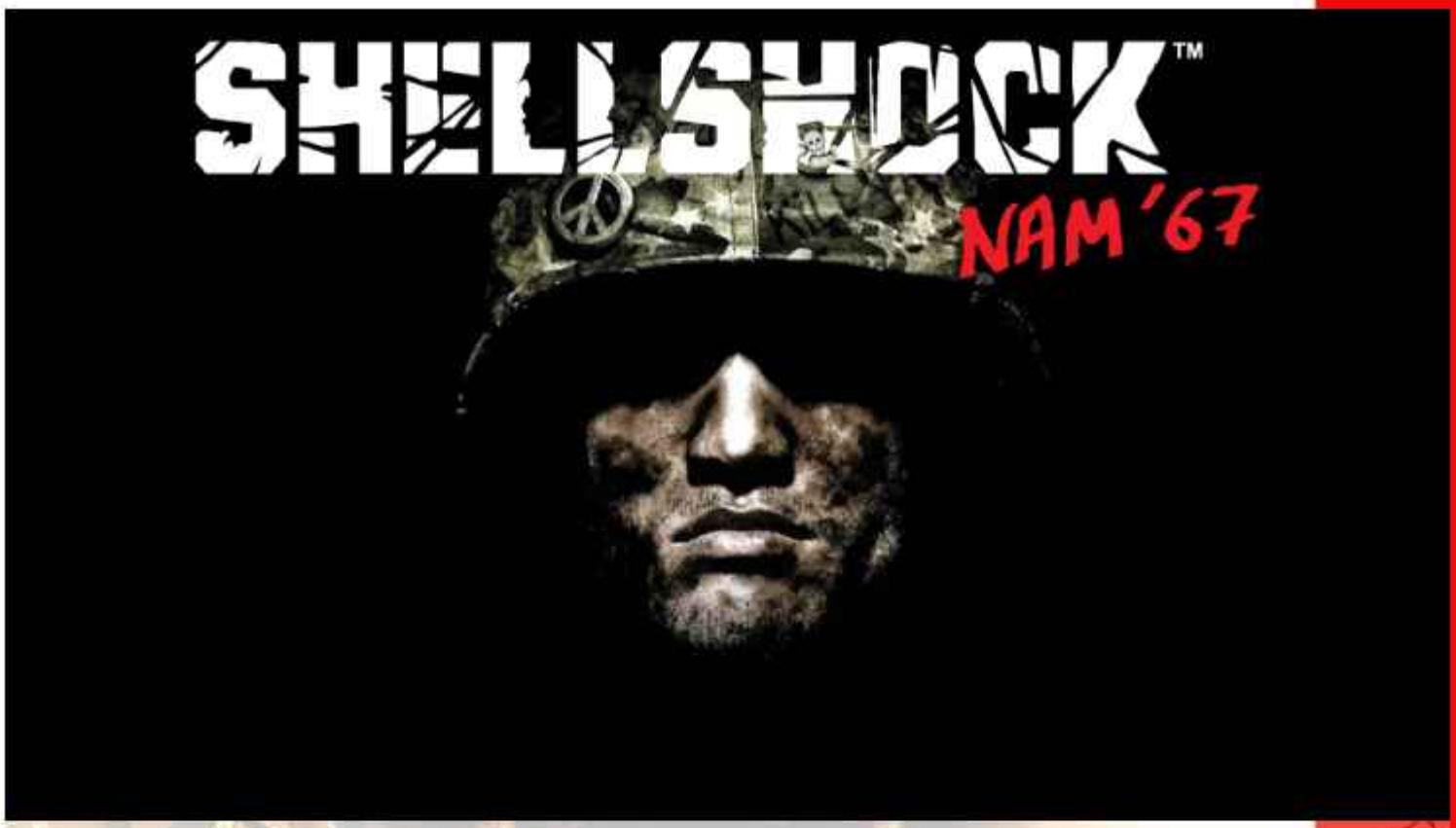
Key Details| Feature | Information |

|Developer | Guerrilla Games |

|Publisher | Eidos Interactive |

|Platforms | PlayStation 2, Xbox, Microsoft Windows |.

SHELLSHOCK
NAM '67
Het is 1967. Je bent opgeroepen om te vechten in de meest controversiële oorlog van het recente verleden. Bereid je voor op de angst, de chaos en de gruwelijkheden van de Vietnamoorlog. Napalmbombardementen, dodelijke boobytraps van de Viet Cong... overleef jij je eerste 'Tour of Duty'?
NIKS MEDAILLES. NIKS EER.
***GEWOON OVERLEVEN.



Shellshock: Nam 67

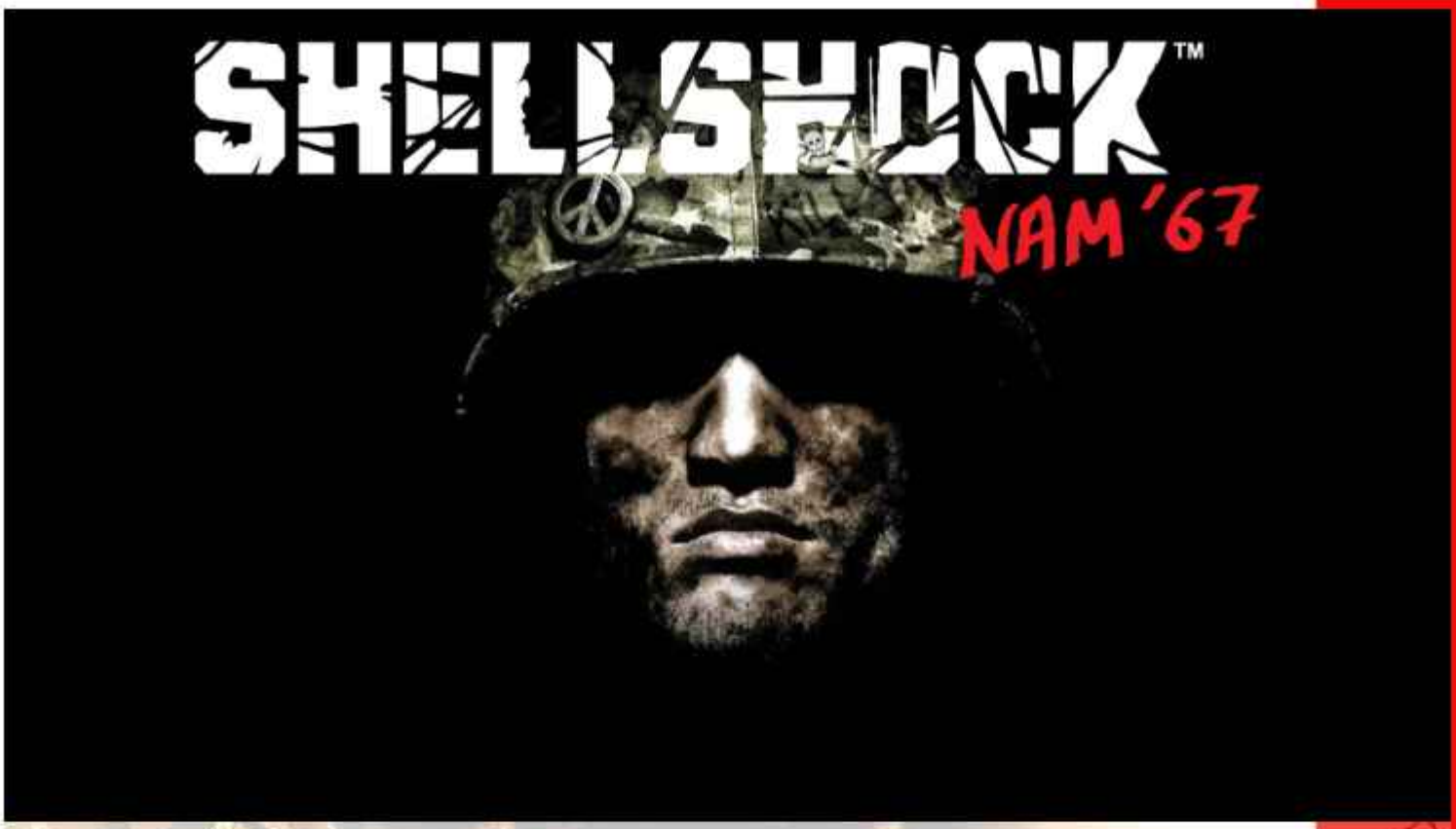
|Release Date | September 2004 |

|Genre | Third-Person Shooter |

|Tone | Brutal, Gory, and Mature (rated M/18+) |

Reception

At launch, the game received mixed reviews.



Shellshock: Nam 67

While critics praised its atmosphere, gore system, and attempt to show the darker side of the war, many found the actual shooting mechanics and AI to be average or "clunky" compared to heavy hitters like Halo or Call of Duty.

Today, it is largely remembered as a cult classic or a "hidden gem" for fans of the Vietnam War setting.

Sphinx and the cursed Mummy

Sphinx and the Cursed Mummy is a beloved action-adventure game originally released in 2003.

Often compared to The Legend of Zelda due to its mix of exploration, dungeon-crawling, and item-based progression, it stands out for its unique dual-protagonist system and vibrant Ancient Egyptian setting.

Sphinx and the cursed Mummy

The game was developed by Eurocom and has seen a resurgence in recent years thanks to high-definition remasters by THQ Nordic.

Dual-Protagonist Gameplay

The game's most defining feature is how it switches between two characters with completely different playstyles:

Sphinx (The Warrior):

Focus: Combat, platforming, and exploration.

Sphinx and the cursed Mummy

Abilities: A fast-paced fighter who uses the Blade of Osiris and various magical items.

He explores vast "hub" worlds like Heliopolis and Luxor, taking on side quests and battling mythical monsters.

Unique Mechanic:

Sphinx can use Capture Beetles to catch weakened enemies and use their abilities to solve environmental puzzles.

Sphinx and the cursed Mummy

The Mummy (The Puzzle-Solver):

Focus: Stealth and logic puzzles.

Abilities: Tutankhamen is essentially immortal because he's already dead. He cannot fight, so he must sneak past guards in the Castle of Uruk.

Sphinx and the cursed Mummy

Unique Mechanic:

You solve puzzles by purposefully harming the Mummy.

You might set him on fire to light torches,electrocute him to power machinery, or flatten him like paper to slip through thin gaps.

Sphinx and the cursed Mummy

Availability & Modern Remasters

While originally a "hidden gem" of the PS2/GameCube era, the game is now widely available on modern hardware:

Sphinx and the cursed Mummy

| Platform | Release Date |

| --- | --- |

| **PS2, Xbox, GameCube** | November 2003 |

| **PC (Steam/GOG)** | November 2017 (Remastered) |

| **Nintendo Switch** | January 2019 (Remastered) |

Sphinx and the cursed Mummy

| **PlayStation 4** | April 2025 (Remastered|

> **Note on the Remaster:** The modern versions support 4K resolutions, 60 FPS, and restored content that was cut from the original 2003 release.

Sphinx and the cursed Mummy

Art Style:

It features a "Disney-esque" or cartoony aesthetic that has aged significantly better than many of its contemporaries.

Sphinx and the cursed Mummy

The "Mummy Humor":

The Mummy's segments are filled with slapstick comedy and creative (if slightly dark) puzzle solutions.

Sphinx and the cursed Mummy

Atmosphere:

It captures the mystery of Egyptian mythology without being overly grim, featuring a fantastic orchestral soundtrack.

Spawn Armageddon

Spawn: Armageddon is a 2003 action-adventure game that aimed to be the "definitive" Spawn experience of the sixth console generation.

Developed by Point of View and directed by Spawn creator Todd McFarlane himself, it heavily borrows its combat style from Devil May Cry.

Spawn Armageddon

It is inspired specifically by the first 99 issues of the comic book series, capturing the dark, gothic aesthetic that fans of the franchise expect.

Key Gameplay Elements

The Agony Axe:

Spawn's primary melee weapon, which is actually a transformation of his sentient cape.

Spawn Armageddon

It’s used for heavy-hitting combos.

Living Chains:

His signature chains act as a mid-range weapon, allowing you to lash out at enemies or pull them toward you with great speed.

Hell Powers (Necroplasm):

Spawn can utilize various magical abilities, including projectile attacks and a "bullet-time" style slow-motion effect.

Spawn Armageddon

These use a finite resource called Necroplasm.

Firearms:

Unlike many "hack and slash" games of the time, Spawn also has access to heavy weaponry like shotguns, rocket launchers, and dual mini guns.

Spawn Armageddon

Traversal:

The game features platforming elements where you can double jump and use Spawn's cape to glide across large gaps.

Spawn Armageddon

Game Overview

Feature	Details
Release Date	November 21, 2003
Platforms	PlayStation 2, Xbox, GameCube
Protagonists	Al Simmons (Spawn)
Major Villains	Violator, Cy-Gor, The Redeemer, Malebolgia

Spawn Armageddon

|Collectibles| 99 unique Comic Book covers scattered throughout the levels|

The Story: "Armageddon"

The plot kicks off when a mysterious green beam of light hits New York City, signaling the start of a war between the forces of Heaven and Hell on Earth.

Spawn Armageddon

Spawn is caught in the middle and must fight through the city, high-tech labs, and eventually the depths of Hell itself to uncover who triggered the end of the world.

Reception & Legacy

While the game was praised for its visuals and faithfulness to the comics, it received mixed to average reviews.

Spawn Armageddon

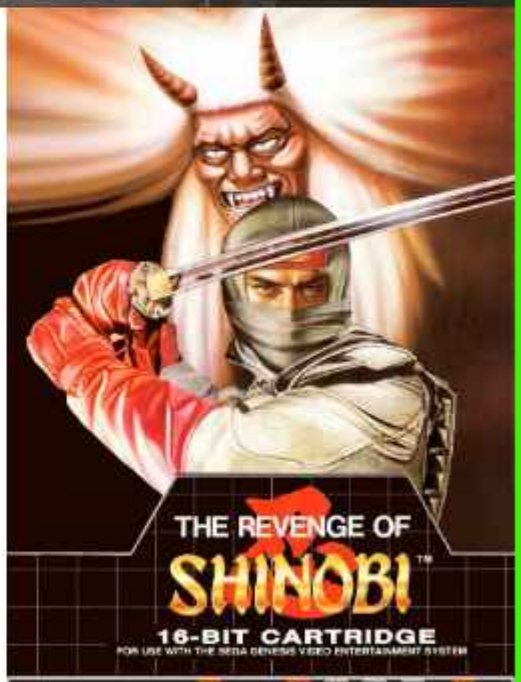
The Fans loved the character models, the atmospheric environments, and the ability to play as a fully powered-up Spawn.

Many critics felt the combat became repetitive, and the difficulty was somewhat uneven—the boss fight against Cy-Gor is notoriously frustrating for many players.

The Revenge of Shinobi.

The Revenge of Shinobi (known in Japan as The Super Shinobi) is widely considered one of the defining titles of the 16-bit era.

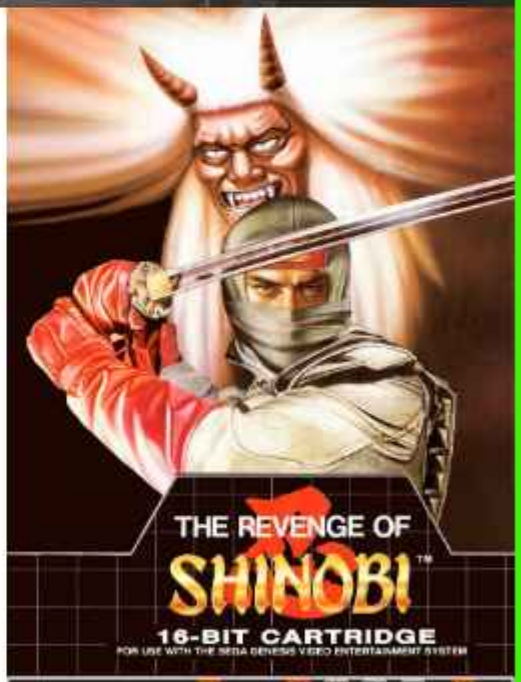
Released in 1989, it was a technical showcase for the Sega Mega Drive/Genesis, proving that home consoles could finally rival the arcade experience.



The Revenge of Shinobi.

The game is famous for three specific pillars: its music, its challenging gameplay, and a series of bizarre copyright "guest stars."

The Legendary Soundtrack Composed by Yuzo Koshiro, the soundtrack is often cited as one of the greatest in gaming history.

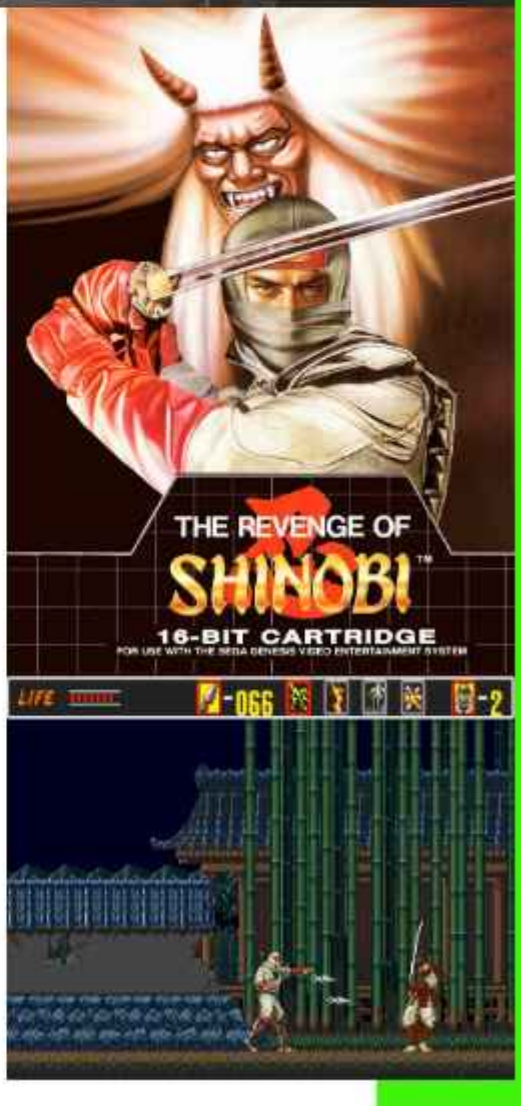


The Revenge of Shinobi.

Techno-Ninja: Koshiro blended traditional Japanese melodies with Western house and hip-hop beats.

Hardware Mastery:

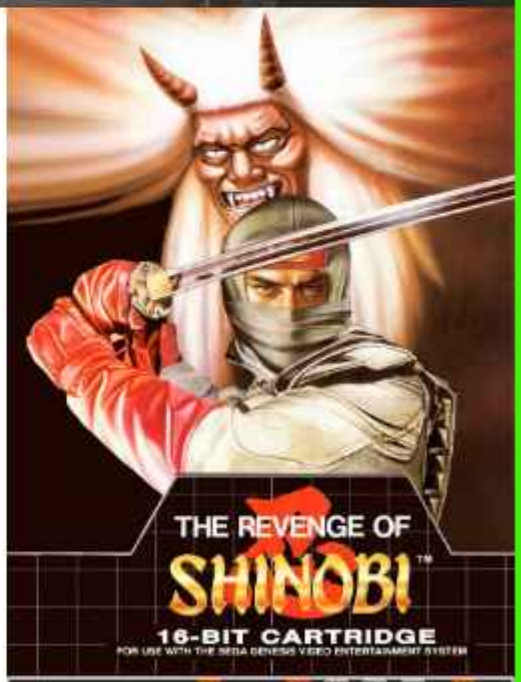
He pushed the Mega Drive's FM synthesis chip to its limits creating baselines and samples that were unheard of in 1989.



The Revenge of Shinobi.

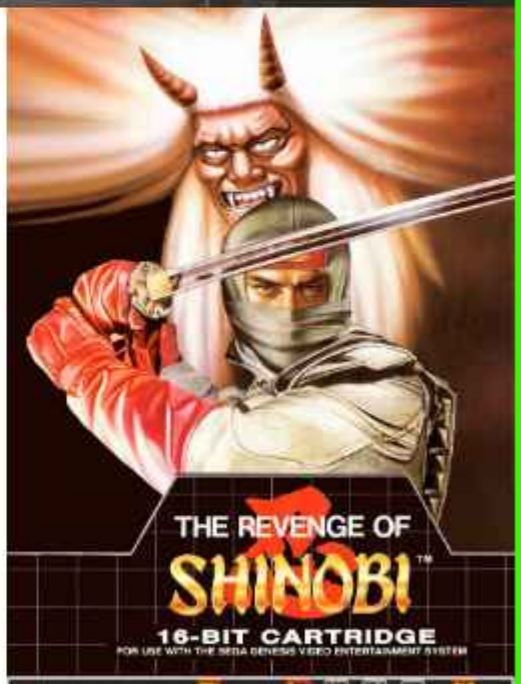
This work served as the precursor to his iconic music for Streets of Rage.

The "Copyright Fiasco" Bosses
In the original 1989 version, Sega played fast and loose with intellectual property, leading to several revisions over the years:



The Revenge of Shinobi.

Spider-Man: Originally unlicensed, but later versions included a "licensed by Marvel" notice after Sega secured the rights for a separate Spider-Man game.

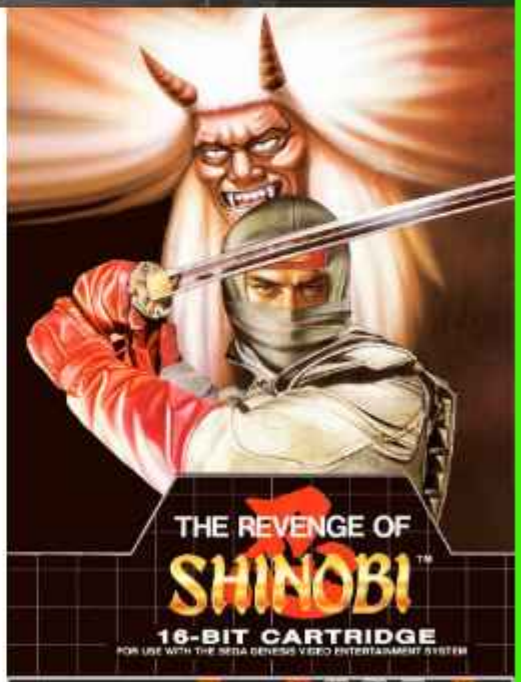


THE REVENGE OF SHINOBI™

The Revenge of Shinobi.

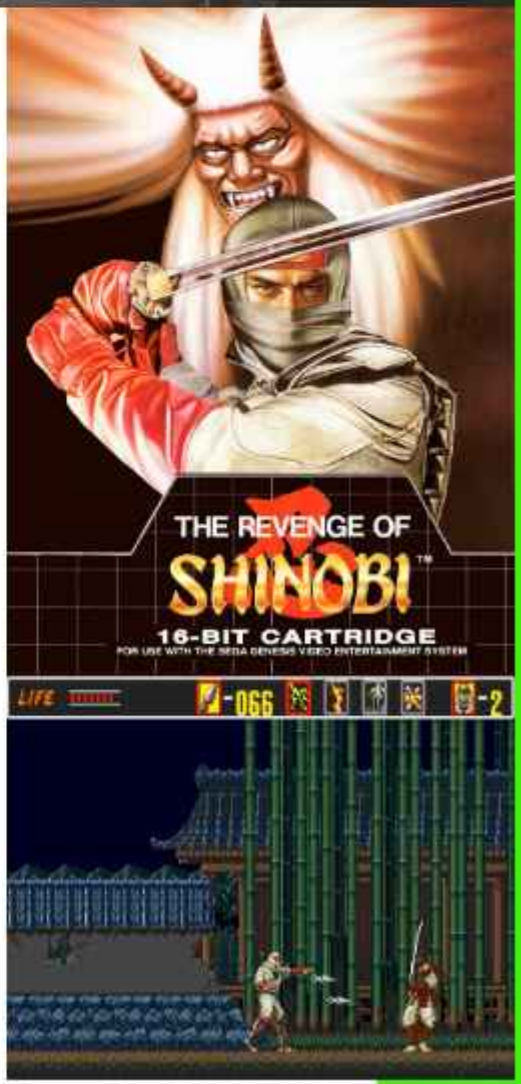
Batman: A boss that looked exactly like the Caped Crusader; later versions transformed him into a winged "Devil-man-like" creature.

Godzilla: A giant lizard boss that was eventually turned into a skeletal dinosaur to avoid Toho's lawyers.



The Revenge of Shinobi.

The Terminator & Rambo: Level 4's boss was an Arnold Schwarzenegger lookalike, while common enemies bore a striking resemblance to Sylvester Stallone's Rambo.



The Revenge of Shinobi.

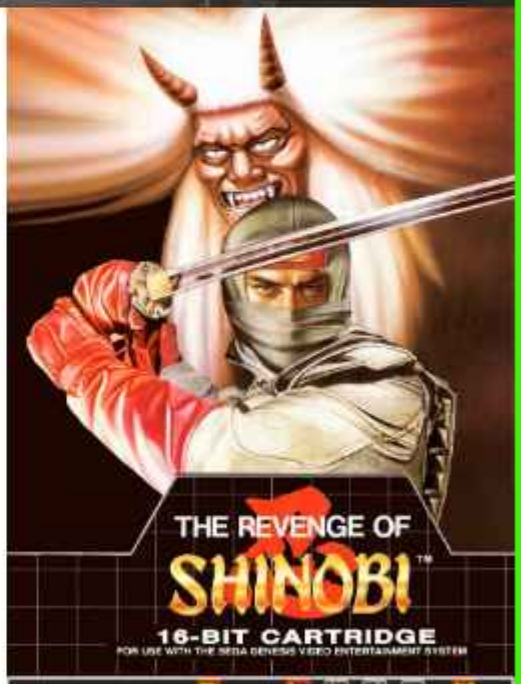
Strategic Ninjutsu

Unlike its predecessor, Joe Musashi has a health bar and access to four powerful

"Shinobi Spells":

Ikazuchi (Thunder):

Surrounds Joe with lightning, absorbing several hits of damage.



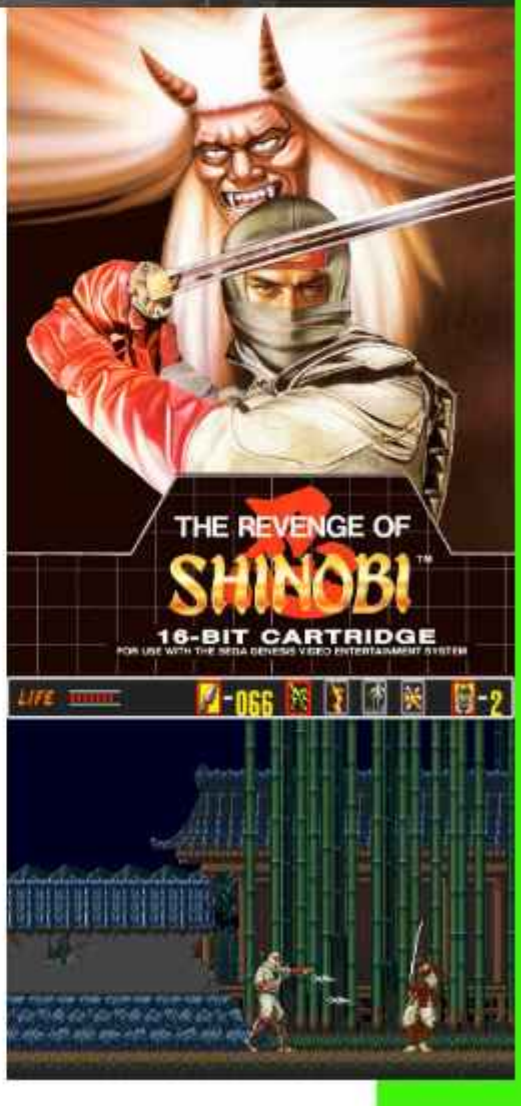
The Revenge of Shinobi.

Kariu (Fire):

summons pillars of flame that clear most enemies off the screen.

Fushin (Levitation):

Enhances Joe's jumping ability (essential for specific platforming sections).

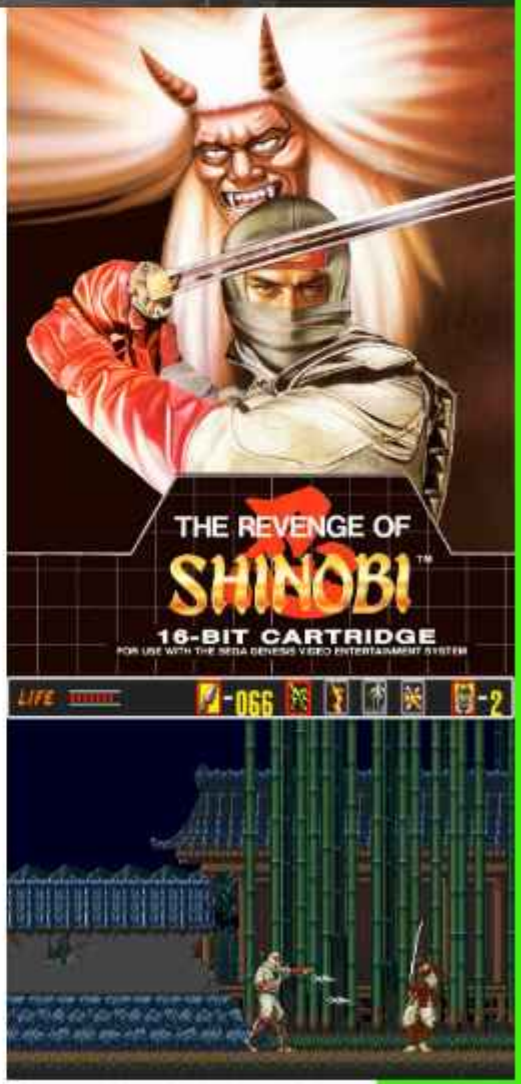


The Revenge of Shinobi.

Mijin (Suicide):

Joe explodes, dealing massive damage to everything on screen.

You lose a life, but your health bar is fully restored on your next life.



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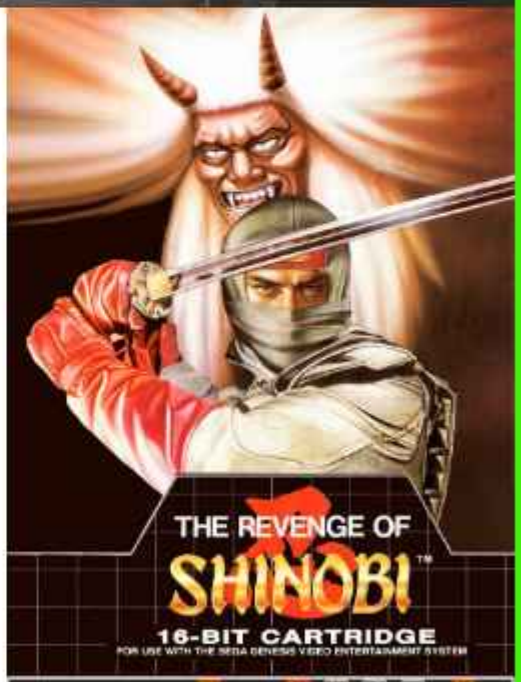
The Revenge of Shinobi.

Modern Status (2025–2026)

As of late 2025, Sega has leaned back into the franchise with the release of Shinobi: Art of Vengeance, a modern 2D action game developed by the team behind Streets of Rage 4.

THE REVENGE OF
SHINOBI™



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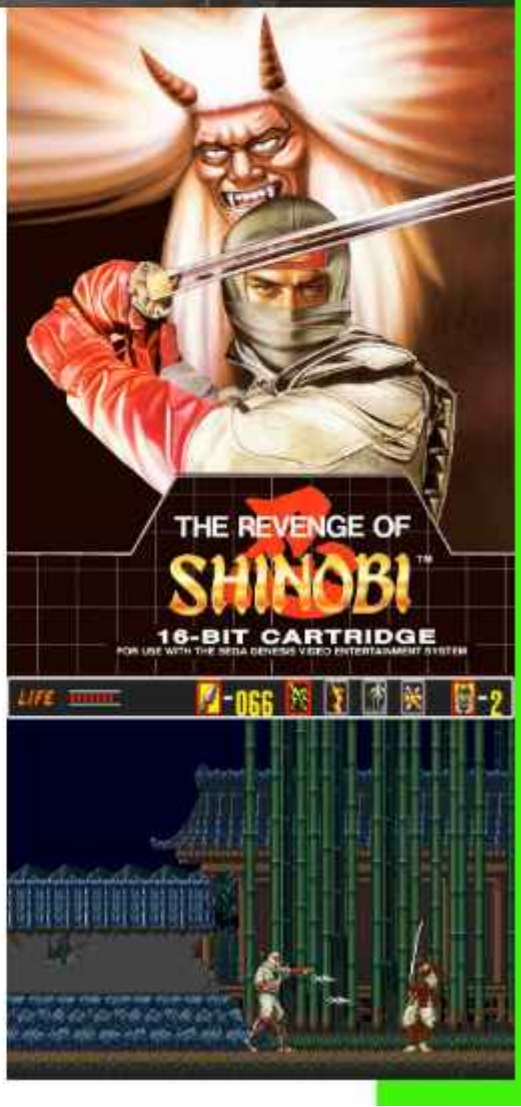
The Revenge of Shinobi.

It features Joe Musashi returning to his roots with hand-drawn art and precise combat.



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RETRO Magazine

The Revenge of Shinobi.

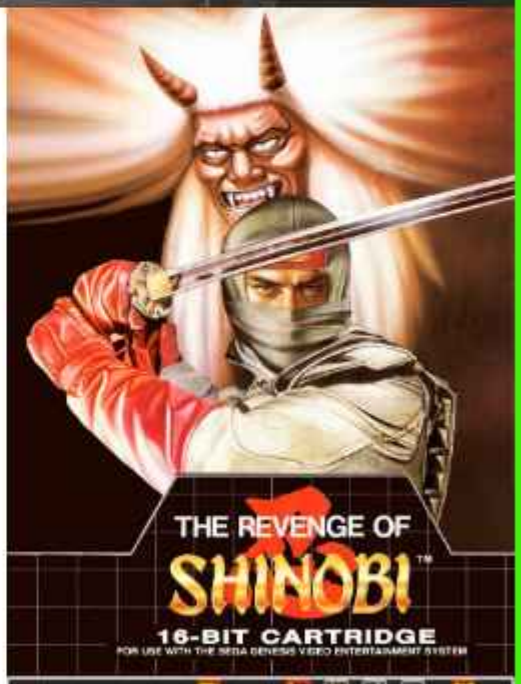
Game Profile

| Feature | Details |

| Director | Noriyoshi Ohba |

| Composer | Yuzo Koshiro |

| Signature Move | The Somersault (Double jump that throws a fan of shurikens) |



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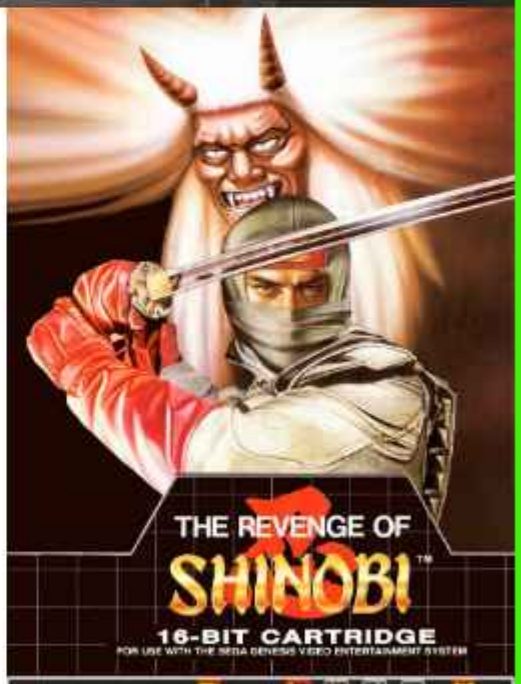
The Revenge of Shinobi.

| Final Boss| The Neo Zeed "Master" (who holds Joe's bride, Naoko, hostage)|



Gauntlet Dark Legacy

Gauntlet Dark Legacy on the PS2 is the ultimate version of the arcade expansion to Gauntlet Legends.

Released in 2001, it is widely considered the pinnacle of the series' "hack-and-slash" era, offering 4-player co-op mayhem, dozens of levels and a surprisingly deep character progression system.

The Eight Hero Classes

The game features eight starting classes, each with unique stats and "Turbo" attacks Additionally, each class has a "hidden" animal-hybrid version you can unlock.

Gauntlet Dark Legacy

| Warrior| Battle Axe | Minotaur |

| Valkyrie | Sword & Shield | Falconess

| Wizard | Staff | Jackal |

| Archer | Bow & Arrow | Tigress|

| Knight | Mace & Shield | Unicorn|

| Sorceress | Wand | Medusa |

| Dwarf | War hammer | Ogre |

| Jester | Bombs | Hyena |

> Pro Tip: You unlock the "Beast"

versions by finding the hidden Character Coins tucked away in specific secret levels. (usually accessed through hatches).

Essential Gameplay Mechanics The Hub (Sumner's Tower): Between levels, you visit Sumner to buy stat increases (Strength, Speed,Armor, Magic) or items like Phoenix Familiar and Fire Breath using the gold you looted.

Gauntlet Dark Legacy

The "Hunger" System: Your health constantly drains over time (the famous "Your life force is running out!").

You must find food to stay alive, but be careful shooting food destroys it, and "Poison Fruit" will hurt you.

Runestones: To face the final boss, Skorne, you must find 12 hidden Rune-stones scattered throughout the worlds.

Without them, you can't enter the Desecrated Temple.

Level Cap:

Characters can level up all the way to Level 99.

At higher levels, your character changes appearance, grows wings, and eventually gains a permanent "Anti-Death" halo.

Gauntlet Dark Legacy

Iconic Cheat Codes (PS2)

To use these, enter them as your Character Name when starting a new game or at the name-entry screen:

1ANGEL: Permanent Anti-Death (Death cannot drain your levels).

PURPLE: Infinite Turbo meter.

INVULN: Invincibility.

ALLFUL: Start every level with 9 Keys and 9 Potions.

10000K: Grants you 10,000 Gold.

EGG911: Play as Pojo the Chicken (a fan-favorite secret character who breathes fire).

Gauntlet Dark Legacy

Legacy & Reception

While critics at the time were split on the graphics and repetitive gameplay, Dark Legacy became a massive hit in the couch co-op scene.

It remains one of the most nostalgic "party games" for the PS2 because of its pick-up-and-play nature.

Exhumed

Exhumed (known as Powerslave in North America and Japan) is one of the most unique first-person shooters of the mid-90s.

While it was released on PC, PlayStation, and SEGA Saturn, the console versions are vastly different—and arguably superior—to the PC version because they play like an early "Metroidvania" in 3D.

The Story: Ancient Egypt Meets Sci-Fi Set in the Egyptian city of Karnak, the world has been invaded by an alien race known as the Kilmaat.

Exhumed

They have excavated the tomb of King Ramses to harness his mummified corpse for their own power.

You play as a specialized mercenary sent in to stop them, guided by the spirit of Ramses himself.

Why it's a "Hidden Gem"

While many FPS games in 1996 were "Doom clones" (linear levels where you just find keys),

Exhumed broke the mold:

Ability-Based Progression: To reach new areas, you have to find Artifacts that grant you permanent powers.

Exhumed

For example:

The Ikhtyl Sandals: Allow you to jump significantly higher.

The Sobek Mask: Let you breathe underwater indefinitely.

The Horus Feather: Grants the ability to levitate/hover.

Non-Linear Leveling: You often have to finish a level, find a new artifact in a different stage, and then backtrack to earlier levels to find secret exits or items you couldn't reach before.

Exhumed

The "Slave driver" Engine:

Developed by Lobotomy Software, the console engine was a technical marvel.

It featured colored lighting and incredible 3D architecture that even the original Quake struggled to match on consoles at the time.

Modern Way to Play: PowerSlave Exhumed

In 2022, Nightdive Studios released PowerSlave Exhumed.

This is the definitive version of the game.

Exhumed

It uses the KEX Engine to combine the best parts of the PlayStation and Saturn versions while adding:

4K Resolution and 60+ FPS support.

Widescreen and FOV sliders.

Support for modern controllers.

Achievements and cloud saves.

Pro-Tip: The Radio Transmitters

If you are playing the console or remastered versions, keep an eye out for Radio Transmitter pieces.

Exhumed

There are eight hidden throughout the game.

If you find them all, you unlock a secret ending and the hilarious "Team Dolls" (little bobbleheads of the developers) scattered in hidden areas.

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RETRO Magazine

Croc: Legend of the Gobbos

Croc: Legend of the Gobbos (1997) is one of the most iconic "3D platformer" pioneers on the PlayStation 1.

While it lacks the fluid movement of Spyro or Crash Bandicoot, it is remembered for its incredible charm, catchy music, and its historical connection to Nintendo.

Croc: Legend of the Gobbos

The "Yoshi" Connection One of the most famous facts about Croc is its origin.

Argonaut Games originally pitched a 3D platformer starring Yoshi to Nintendo.

When Nintendo passed (later developing Super Mario 64), Argonaut reworked the concept into a brand-new character: a little crocodile with a backpack named Croc.

Croc: Legend of the Gobbos

Gameplay Mechanics

The Rescue Mission:

Your goal in every level is to rescue Gobbos (furry, brown creatures) captured by the evil Baron Dante.

Croc: Legend of the Gobbos

The Tank Controls: Unlike Super Mario 64, Croc moves using "tank controls" (pressing Up moves him forward relative to his face, not the camera).

This makes the platforming very deliberate and, at times, quite challenging.

The Smash Attack: Croc's primary move is a tail swipe, but his "Butt Stomp" is essential for breaking open crates and defeating armored enemies.

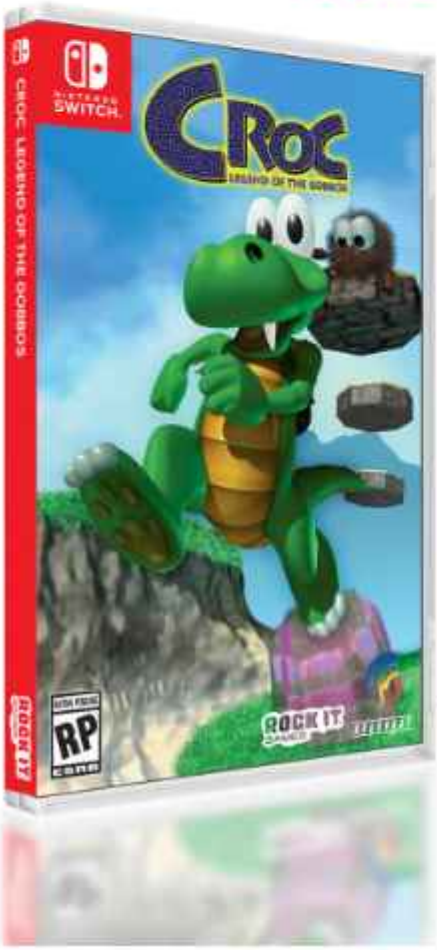
Croc: Legend of the Gobbos

Colored Gems: To unlock the secret door at the end of a level, you must collect the five colored crystals.

This grants you access to a sixth, hidden Gobbo.

The Secret Island (Crystal Island) To see the true ending of the game, you cannot just reach the end.

Croc: Legend of the Gobbos



You must:

1. Rescue every single Gobbo in the game.

2. Collect all 8 Jigsaw Pieces from the secret levels in each world.

This unlocks a hidden fifth world, Crystal Island, where you face the final, true version of Baron Dante.

Croc: Legend of the Gobbos

Modern News: The 2024/2025 Remaster If you are looking to revisit the game today, you're in luck.

In late 2024, Argonaut Games officially returned to the industry and released Croc: Legend of the Gobbos Remastered.

Modern Controls: They added a "modern" control scheme that removes the old tank controls.

Croc 2

Croc 2 (1999) is a significant departure from the original Croc: Legend of the Gobbos.

While the first game was a series of linear obstacle courses, the sequel adopted a hub world structure similar to Super Mario 64 or Spyro the Dragon, expanding the scale and the difficulty significantly.

The Four Gobbo Villages Instead of one continuous journey, Croc travels to four distinct "Villages," each themed after a different culture and ruled by a specific group of Gobbos.

Croc 2

To progress, you must complete various tasks for the villagers to earn Golden Gobbo statues.

1) Sailor Village: A coastal, nautical-themed world.

2. Cossack Village: A snowy, Russian-inspired mountain region.

3. Caveman Village: A prehistoric, lava-filled jungle.

4. Inca Village: A high-altitude, ancient civilization world.

Croc 2

New Mechanics & Features

The Omni-Directional Movement:

Unlike the "tank controls" of the first game, Croc 2 allowed for more fluid analog control (though many players still found the platforming quite "slippery").

Swap Meet Pete:

A shady merchant who appears in every village.

Croc 2

You can spend the Crystal Gobos you collect on items like:

Gumi Bears: Used to reach high platforms or cross gaps.

Clockwork Gobbos: Tiny wind-up toys used to solve puzzles or grab distant items.

Heart Pots: To increase your maximum health.

Croc 2

Vehicles: The game introduced several vehicle-based missions, including a hang-glider, a speedboat, and a mine cart.

Difficulty Note

Croc 2 is notorious in the retro gaming community for being surprisingly difficult.

Despite its cute aesthetic, the boss fights particularly against Baron Dante's minions require precise timing and can be very punishing.

Croc 2

The "Inca Village" in particular is a massive spike in challenge compared to the start of the game.

Looking Back (2025-2026)

Interestingly, there has been a lot of talk recently about a Croc: Legend of the Gobbos Remaster (announced by Argonaut Games founder Jez San).

Croc 2

While the focus is currently on the first game, fans are hopeful that a remastered Croc 2 will follow to fix the camera issues and high difficulty spikes of the original PS1 release.

Discworld Noir playstation

Discworld Noir (1999) is a cult-classic adventure game that departs significantly from its predecessors.

While the first two Discworld games were bright, zany, and starred Rincewind, Noir is a parody of film noir and "hard-boiled" detective novels, set in the rain-slicked, gritty streets of Ankh-Morpork.

You play as Lewton, the Disc's first (and only) private investigator, as he gets caught up in a web of murder, cults, and ancient gods.

DISCWORLD NOIR

Discworld Noir playstation

The Notebook Mechanic

The game's most unique feature is the Notebook which replaces the standard inventory-heavy puzzles of the era:

Clues as Items:

Instead of just picking up physical objects, Lewton writes down "Clues" (ideas, names, or locations).

Interrogation: You can "use" a clue from your notebook on an NPC to ask them about it.

DISCWORLD NOIR

Discworld Noir playstation

Combining Ideas: You can click one clue and then another in your notebook to "link" them potentially forming a new lead or revelation.

The Werewolf Mechanic

Halfway through the game, the story takes a supernatural turn, and Lewton gains the ability to transform into a Werewolf.

Scent-O-Vision:

In werewolf form, the screen turns gray-scale, but "scents" appear as vivid colors.

DISCWORLD NOIR

Discworld Noir playstation

Tracking: You can follow these scent trails to find suspects or link people to crime scenes that your human eyes couldn't detect.

PS1 Performance & Versions

The PlayStation version is famous for being a four-disc epic.

While it is the same story as the PC version, there are some technical trade-offs:

Loading Times: The PS1 version has notorious loading screens between every screen transition.

DISCWORLD NOIR

Discworld Noir playstation

Graphics: The pre-rendered backgrounds look fantastic for the hardware, but the character models are slightly lower resolution than on PC.

Mouse Support:

If you have the rare PlayStation Mouse, the game supports it, which makes the point-and-click gameplay much smoother than using a D-pad.

Why It's Special

The Writing: Despite being a parody, the story is genuinely compelling.

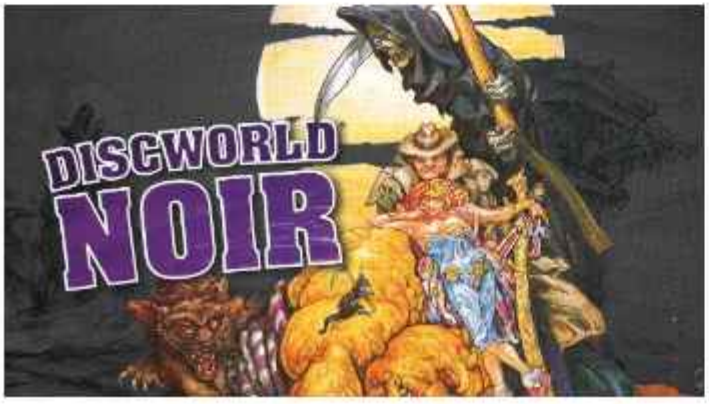
DISCWORLD NOIR

Discworld Noir playstation

It manages to balance Terry Pratchett's wit with a dark, atmospheric mystery.

The Voice Acting: Rob Brydon provides the voice for Lewton, giving him the perfect cynical, world-weary tone.

The Soundtrack: The jazz-heavy, melancholic score is widely considered one of the best on the system for setting a specific mood.

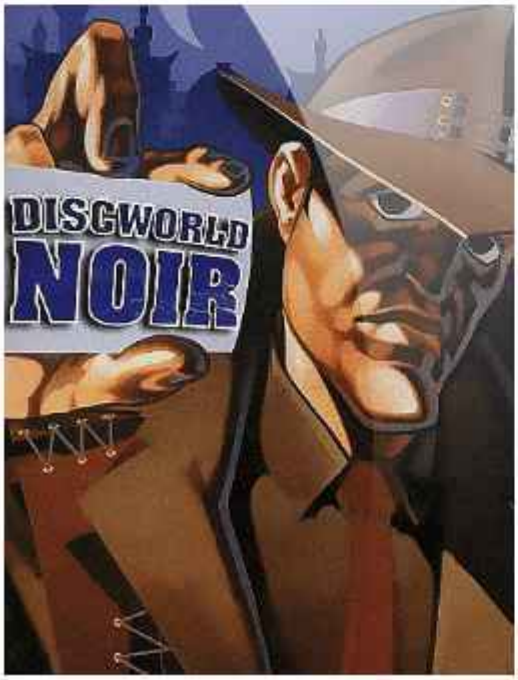


DISCWORLD NOIR

Discworld Noir playstation

Essential Tip for New Players > Don't forget to check the "Graveyard" frequently.

Many players get stuck because they forget that Lewton can revisit locations at different times of the day (or after certain events) to trigger new dialogue options in his notebook.



DISCWORLD NOIR

RollCage playstation

Rollcage (1999) is a high-velocity futuristic racer that defined "controlled chaos" on the PlayStation 1.

Developed by Attention to Detail (ATD) and published by Psygnosis, it was a technical powerhouse that stood alongside WipEout as a showcase for the console's capabilities.

The game is best known for its unique physics—the cars are essentially "double-sided" wedges with massive wheels, allowing them to flip over and keep driving, or reach such high speeds that they can drive on walls and ceilings.

RollCage playstation

Core Gameplay Features

Gravity-Defying Racing: Provided you maintain high speed, the down force allows you to transition from the road to the walls or the roofs of tunnels.

Destructible Environments: Unlike many racers of the era, you can blast apart buildings, signs, and environmental hazards to slow down opponents or create obstacles.

Weapons & Power-ups: You have two weapon slots.

Highlights include the Leader Missile (seeks out 1st place), the Wormhole (swaps your position with the car in front), and the Driller Missile.

RollCage playstation

The "Big Six" Drivers:

You choose from

Tony, Lothar, Ria, Jet, Leon, and Lenny each with varying stats in speed, grip, and strength.

The Legendary Soundtrack

Like WipEout, Rollcage was heavily marketed for its cutting-edge Break beat and Drum & Bass soundtrack.

It features major artists like Fatboy Slim(with tracks like "Love Island" and "Soul Surfing"), E-Z Rollers, and Aphorodite.

Pro Tip: You can put the original PS1 game disc into a standard CD player, skip Track 1 (the data), and listen to the music as a high-quality audio album.

RollCage playstation

Worlds & Environments

The game features 20 tracks spread across four distinct "Worlds":

1. **Neoto City:** A neon-lit, futuristic metropolis inspired by Japan.
2. **Harpoon Islands:** Tropical islands with bright beaches and high-speed tunnels.
3. **Sapphire Springs:** A treacherous, icy environment with low-visibility snowstorms.
4. **Out world:** A rugged mining colony located on Mars.

Legacy (Rollcage Stage II & GRIP)

A sequel, Rollcage Stage II, followed in 2000, adding even more cars (up to 57 unlockables) and refined handling.

RollCage playstation

If you are looking for a modern experience, the spiritual successor GRIP:

Combat Racing (released in 2018) was created by some of the original Rollcage developers and perfectly captures the same wall-running, flipping mechanics.

rollcage
WARNING: 360° no rules, non-stop racing may lead to temporary disorientation, dizziness, loss of awareness or involuntary movements. But don't let that stop you...
PlayStation
rollcage
EVERYONE
www.psygnosis.com
PSYGNOSIS

Chaos Legion (2003)

Chaos Legion (2003) is often described as Capcom's "Gothic Action" answer to Devil May Cry, but with a unique twist: instead of being a lone stylish warrior, you are a summoner.

Developed by the same team that worked on Resident Evil and DMC, the game is based on the light novels by Tow Ubukata.

Chaos Legion (2003)

It's known for its incredible art direction, haunting choral soundtrack, and a difficulty curve that can be quite brutal.

The Legion System

The core mechanic involves summoning seven different "Legions" (supernatural spirits) to fight alongside you.

Chaos Legion (2003)

You can equip two Legions at a time and switch between them on the fly.

Legion	Type	Specialty
Guilt	Sword	Balanced melee fighters; great for crowd control.

Chaos Legion (2003)

Legion	Type	Specialty
Malice	Arrow	Long-range snipers; essential for airborne enemies.

Chaos Legion (2003)

Legion	Type	Specialty
Arrogance	Shield	Defensive; they absorb damage and counter-attack.

Chaos Legion (2003)

Legion	Type	Specialty
Flawed	Claw	Fast, agile, and great for high-speed combos.
Hatred	Power	Slow but incredibly strong; they can move heavy objects

Chaos Legion (2003)

Legion	Type	Specialty
Blasphemy	Bomb	Self destructing units that deal massive area damage.

Chaos Legion (2003)

Legion	Type	Specialty
Thanatos	Ultimate	The "Ultimate Legion."

It evolves from a larva into a god-like warrior.

Chaos Legion (2003)

Gameplay Mechanics: Active vs. Passive

You play as Sieg Wahrheit, and how you use your Legions changes your playstyle:

Active Mode: You summon the Legion to fight alongside you.

Chaos Legion (2003)

They attack automatically, but Sieg becomes slower and loses his "double jump" and "dash" abilities.

Passive Mode: The Legion is "away," but Sieg regains his mobility and gains special "Assist" attacks.

Chaos Legion (2003)

Evolution: You collect "EXP" (Experience) to level up your Legions, unlocking new moves, increasing their number (up to 6 units), and boosting Sieg's own stats.

Chaos Legion (2003)

Essential Tips for Success

1. Don't ignore the "Thanatos" Chips: You find "Thanatos Chips" throughout the game.

You need all 9 to unlock the Thanatos Legion. Without it, the final boss fights are significantly harder.

Chaos Legion (2003)

2. The "Interruption" Mechanic: If you hit an enemy at the exact moment they are about to attack, you deal massive damage.

Learning this timing is the key to beating bosses on "Hard" difficulty.

Chaos Legion (2003)

3. Unlockable Character:

If you beat the game on any difficulty, you unlock Arlyana as a playable character.

She plays completely differently, using dual pistols and having high mobility but no Legion summoning abilities.